

Fig. 1

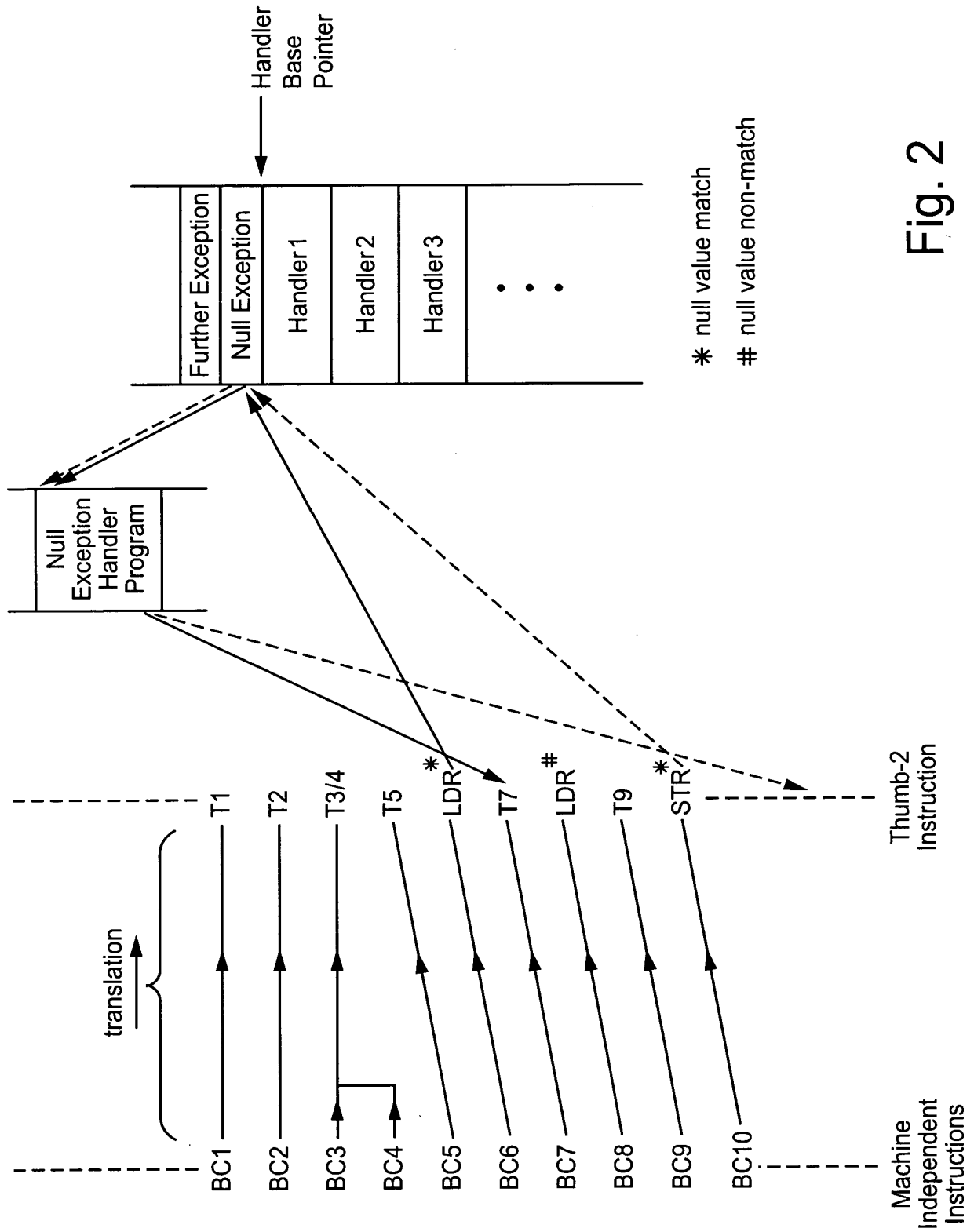


Fig. 2

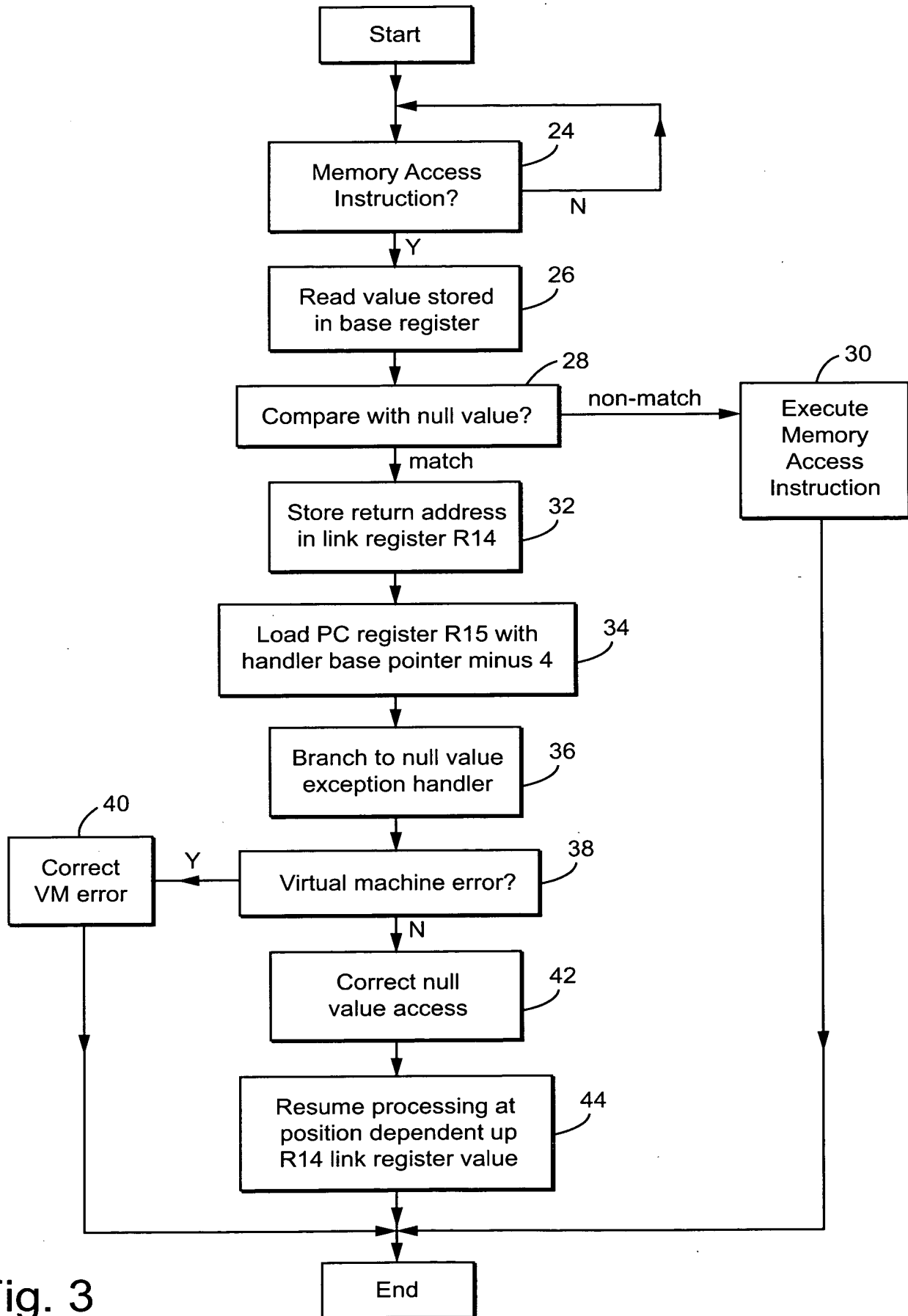


Fig. 3

Instruction	LDR.X Rd, [R9, #immediate.6]															
Encoding	15	14	13	12	11	10	9	8	3	2	0					
	< LDR.X op.code >								#immed_6		Rd					
Thumb-2 Equivalent	LDR Rd, [R9 + #immediate LSL #2]															
Definition	Rd = [R9 + #immediate LSL #2]															
Encoding space	2^8								8 bits							
Note	This instruction, as are all loads and stores while in Jazelle-X state, is subject to the Null Check mechanism described in 4.3															
Instruction	STR.X Rd, [R9, #immediate.6]															
Encoding	15	14	13	12	11	10	9	8	3	2	0					
	< STR.X op.code >								#immed_6		Rd					
Thumb-2 Equivalent	STR Rd, [R9 + #immediate LSL #2]															
Definition	[R9 + #immediate LSL #2] = Rd															
Encoding space	2^8								8 bits							
Note	This instruction, as are all loads and stores while in Jazelle-X state, is subject to the Null Check mechanism															

Fig. 4

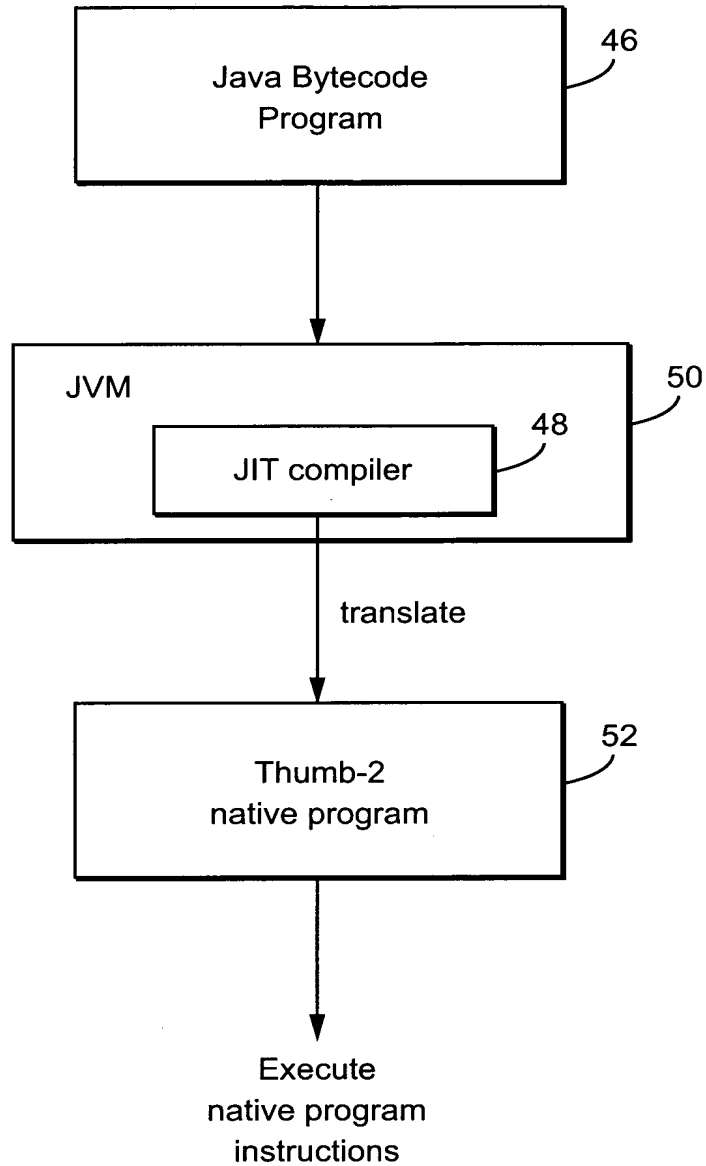


Fig. 5